

FIG. 2

- 300 243046

GENERATE CONTENT IMAGE  
BASED ON DESIRED  
VIDEO FRAMES

ASSIGN KEYS TO  
POSITIONS IN CONTENT  
IMAGE

301

CONTROL CAMERA POSITION  
IN RESPONSE TO  
KEYS AND GENERATE  
VIDEO FRAMES

302

STORE KEYS WITH  
GENERATED VIDEO  
FRAMES

303

COMPILE VIDEO FRAMES  
FOR ACCESSING  
IN RESPONSE TO  
KEYS

304

PROVIDE USER INPUT  
DEVICE FOR SELECTING  
VIDEO FRAME IN  
RESPONSE TO  
POSITION ON CONTENT  
IMAGE

305

FIG 3

~~000957~~  
~~1640489~~

~~GENERATE~~ ~~STORE~~ VIDE~~FRAMES~~ FRAMES

~ 400

~~146400~~  
243046

ASSIGN KEY TO EACH  
VIDEO FRAME

~ 401

GENERATE CONTENT IMAGE  
BASED ON KEYS

~ 402

COMPILE VIDEO FRAMES  
FOR  
ADDRESSING IN RESPONSE  
TO KEY

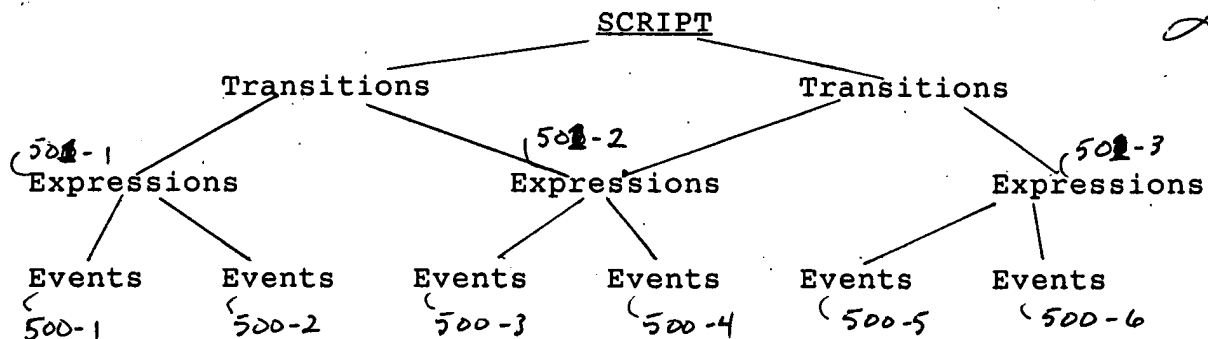
~ 403

PROVIDE USER INPUT  
DEVICE FOR SELECTING  
VIDEO FRAME IN  
RESPONSE TO  
POSITION ON CONTENT  
IMAGE

~ 404

FIG. 4

FIGURE 5



ADIN 7914 MAH

FIGURE 6

Content Image With Graphic Space

Cm---(\*\*\*\*)-----Cm#7-----Cm7-----F9  
Are we really happy with this lonely game we play?....

Cm-----A--b7--G7---Cm-----Cm#7  
Looking for words to say...searching but not finding

-----Cm7-----F9  
understanding anyway..

000927  
146400  
243046  
146400